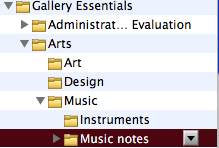
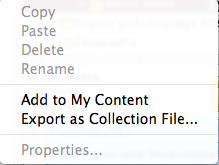
**SMART Board:**

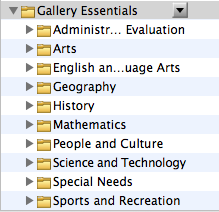
**More than a glorified projector in your elementary music room**

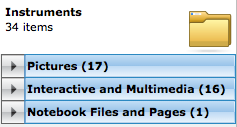
1. **The Gallery:** Picture 1.png
   1. Picture 2.png- The My Content folder lets you take items that you would use a lot and place them into this folder. For example, I use the music notes that are found in the Gallery Essentials (*Gallery Essentials>Arts>Music>Music Notes)* numerous times. However, you have to go through many menus to get to the music notes, as seen here:



* 1. Therefore, I added the Music Notes folder to My Content folder by clicking on the arrow and scrolling down to “Add to My Content”, as seen here:



1. **Gallery Essentials:**
   1. The Gallery Essentials includes pictures, interactive and multimedia, notebook files and pages, and backgrounds and themes that you can utilize in your lessons.
   2. The Gallery Essentials has a variety of files to meet every educators’ needs: 
   3. If you would like to see what instruments are included, you would click on the Gallery Essentials folder, then click on the Arts folder, then click on the Music folder, and finally, click on the Instruments folder. In this folder, you will find 17 picture files, 16 interactive and multimedia files, and one notebook file and pages.



* + 1. The 17 Pictures include pictures of instruments from guitar to drums.
       1. Click on the arrow to reveal the instruments.
       2. Picture 6.png
       3. Click and drag the picture to the notebook file to include it in your lesson.
    2. The 16 Interactive and Multimedia files include the instrument pictures and sound.
    3. The one Notebook Files and Pages include a stage and curtain you can add to a page as a background.
  1. If you click on the Music Notes folder, you will see two more folders titled “Music notes and paper-large” and “Music notes and paper-small”. These folders include a variety of notes and a variety of manuscript paper that can be used as backgrounds.

**Lesson Activity Toolkit 2.0**

The Lesson Activity Toolkit 2.0 is a Gallery collection of customizable tools and templates, including activities, games and graphics, which you can use to create professional-looking, interactive and engaging lessons.

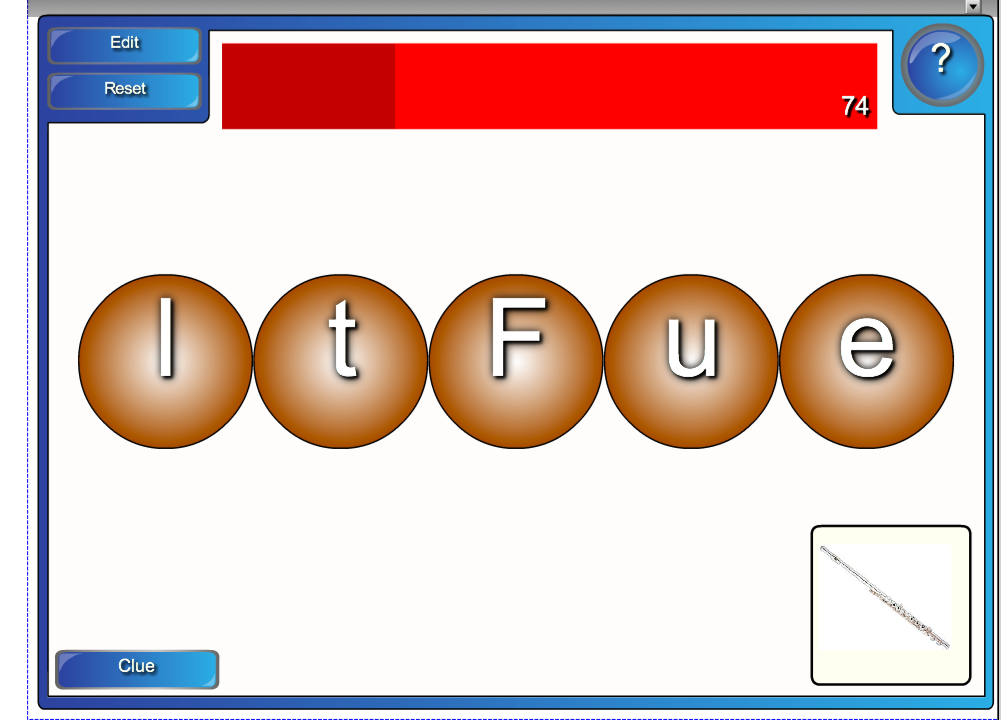
**Activities**

Here you will find templates for easily customizable activities. Your text or images can be transformed into finished Flash activities such as sorting, matching, and multiple choice. Take a look at the Examples folder within the Activities section of the Notebook Gallery.

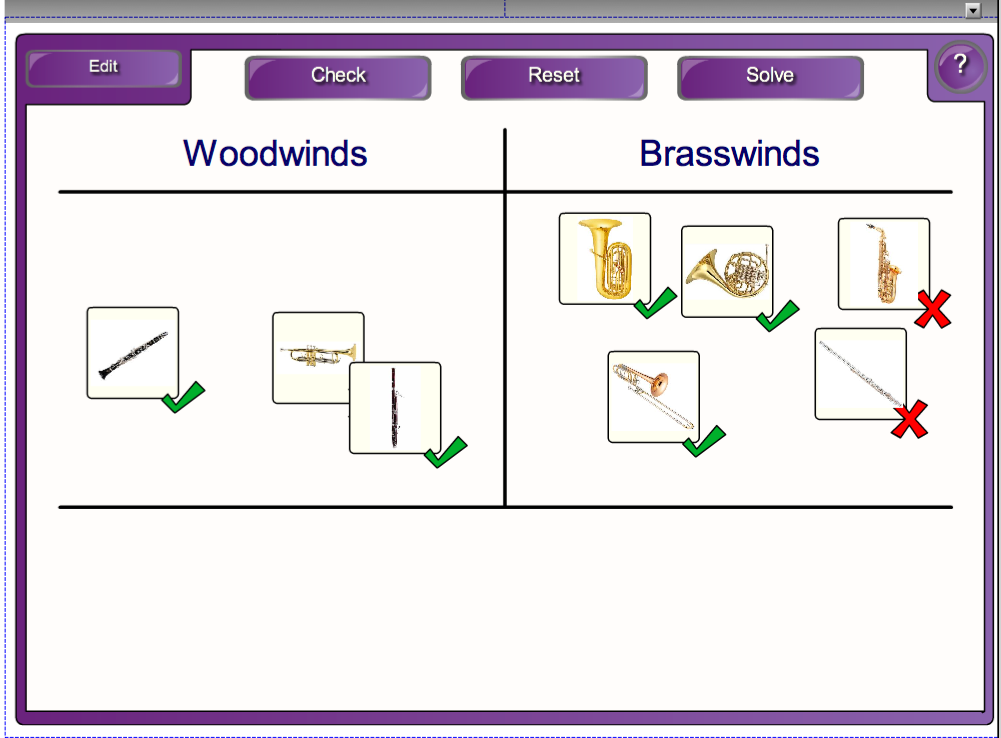
To add an activity to your lesson, select a template and drag and drop the activity onto the work area. For best results, limit the number of individual Adobe® Flash® activities in your Notebook file to three or less. Each Adobe Flash activity template has an Edit button that enables you to customize the activity and a Help button that assists you with building and using the activity.

Picture 11.pngPress Edit to get started. Fill in the blanks and make any selections required to set up the activity. When editing the activity, you can add text by typing in the text fields, or by dragging and dropping text into a text field from the Notebook page or another application such as word processing software or a webpage.

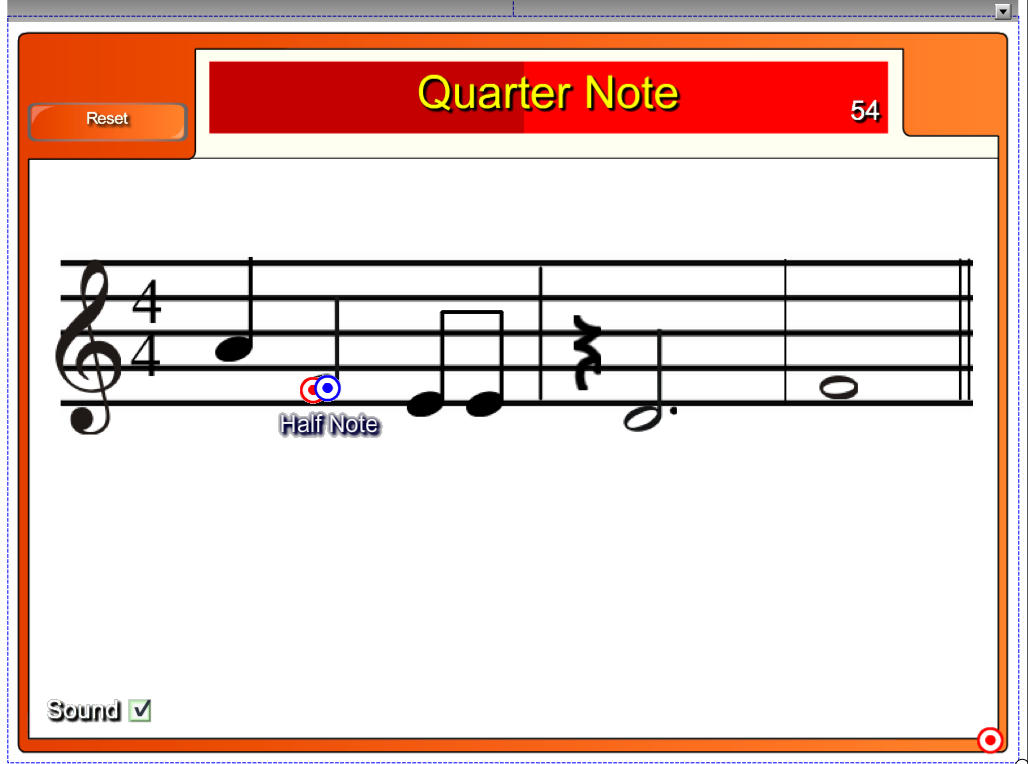
Picture 12.pngIf you would like to ensure that others cannot edit your activity, check the Password box, and set a password. This action can prevent participants from accidentally accessing the edit area of the activity during class.

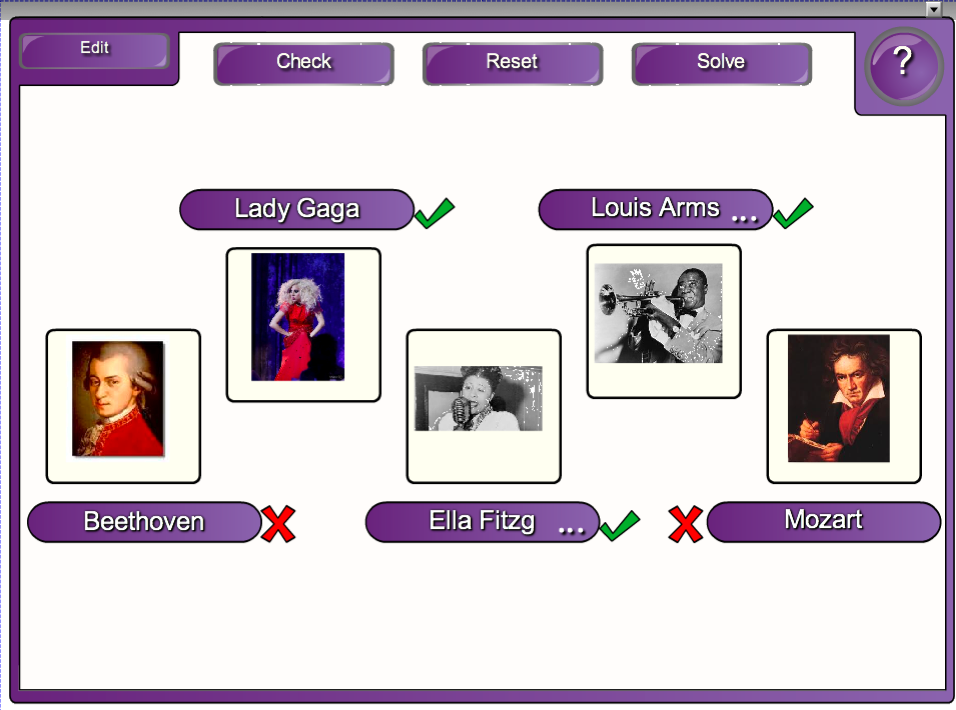
In class, you can lead the activity or have a student come up to the interactive whiteboard to manipulate the objects. Many of the activities include a Check button that will assess the activity, a Reset button that will clear the activity and a Solve button that displays the correct answers, enabling you to review the activity with the entire class.

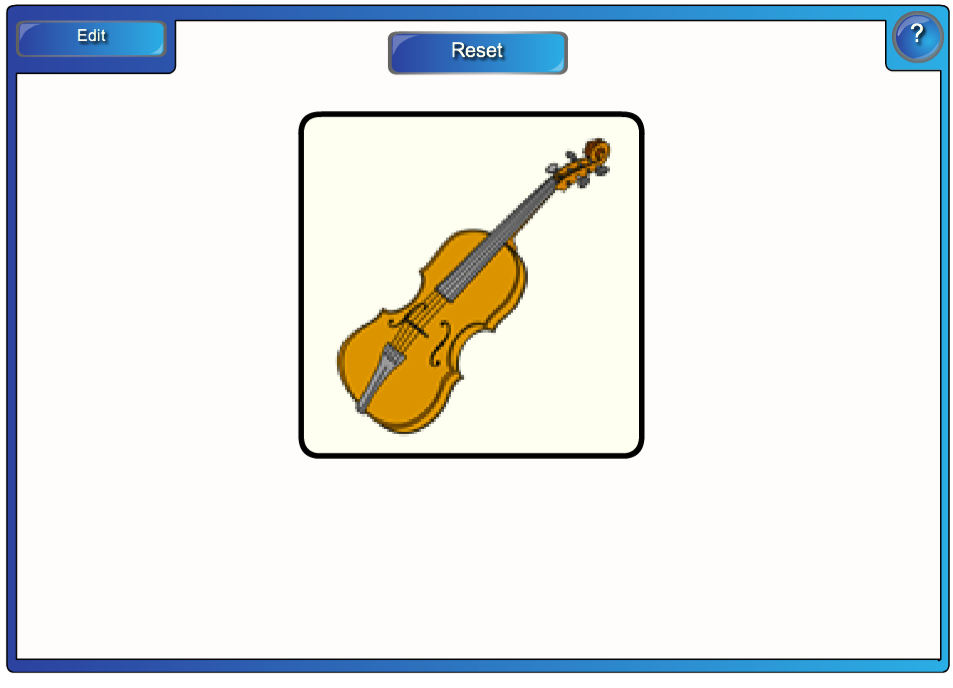
**Anagram:** Participants can rearrange letters to form a specific word. You can provide a clue, set a timer, adjust the speed of the game and include up to five anagrams in one game.



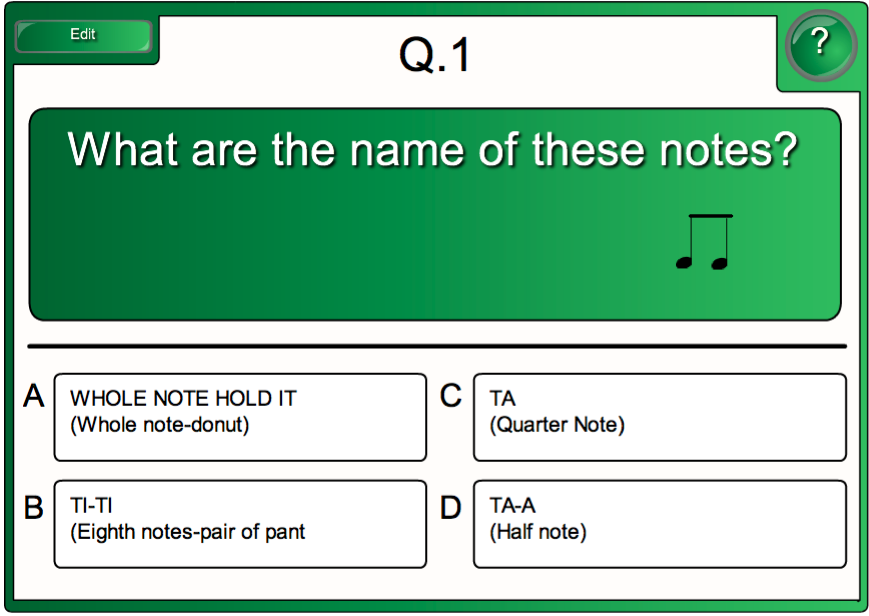
**Category Sort (Image or Text):** Organize keywords into two or three categories.

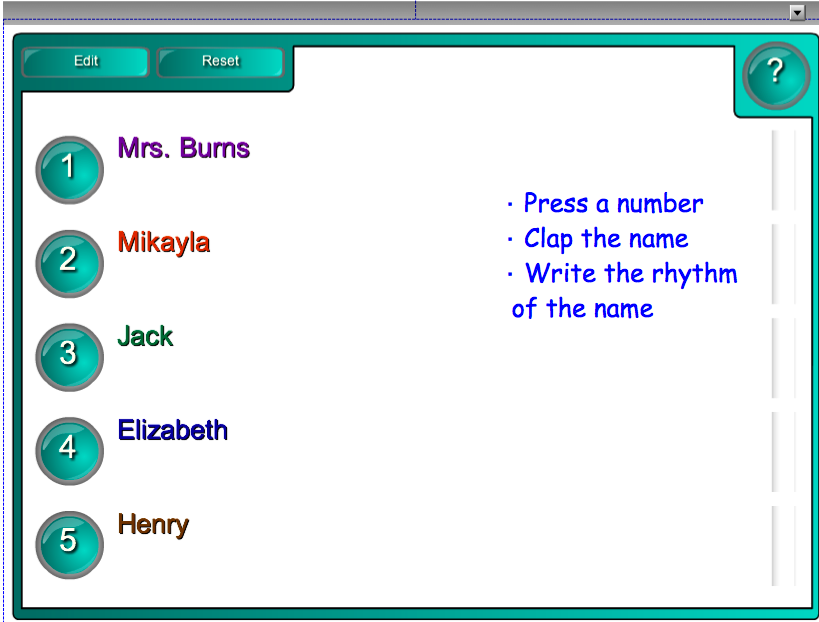
**Hot Spot:** Use one of the images that is provided, for example, the world map, a human body, a grid, a Venn diagram, or add your own image. Set hot spots and a question. Participants touch the area on the image to respond to the question. This activity can be scored. The game is good for reviewing how to label an object and geography. To add an image to the game, drag the image onto the work area and send it to the back of the game by selecting Order>Send to Back from the object drop-down menu.

**Image Arrange:** Working with patterns and sequences.

**Image Match:** Match up to five terms to their corresponding images or Gallery objects.

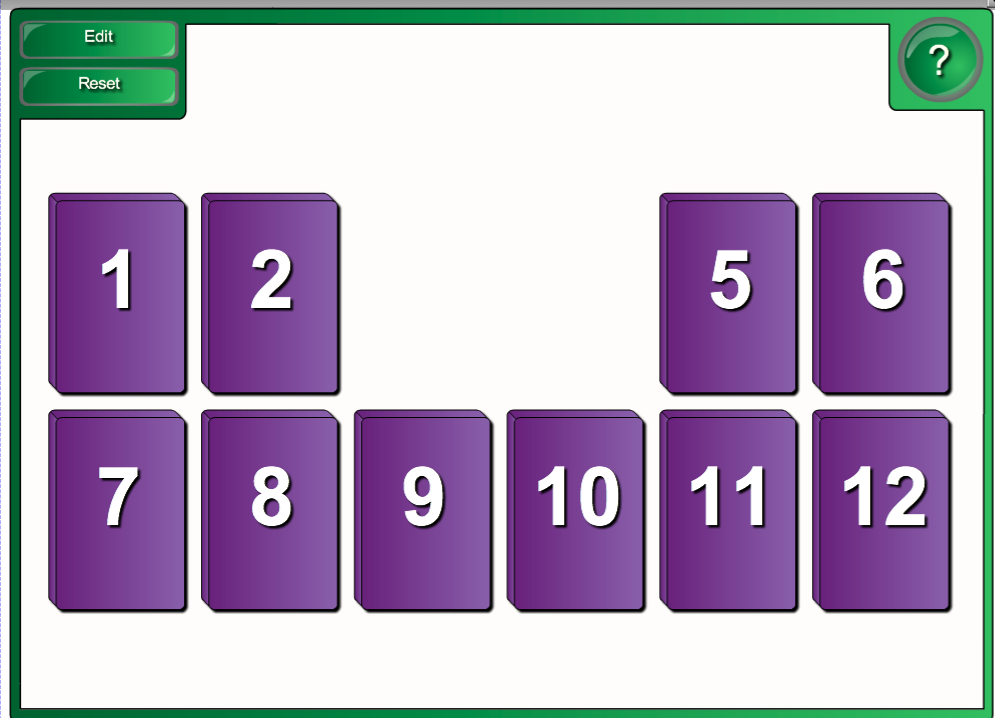
**Image Select:** Randomizes pictures and you select the answer.

**Keyword Match:** Match keywords to their definitions.

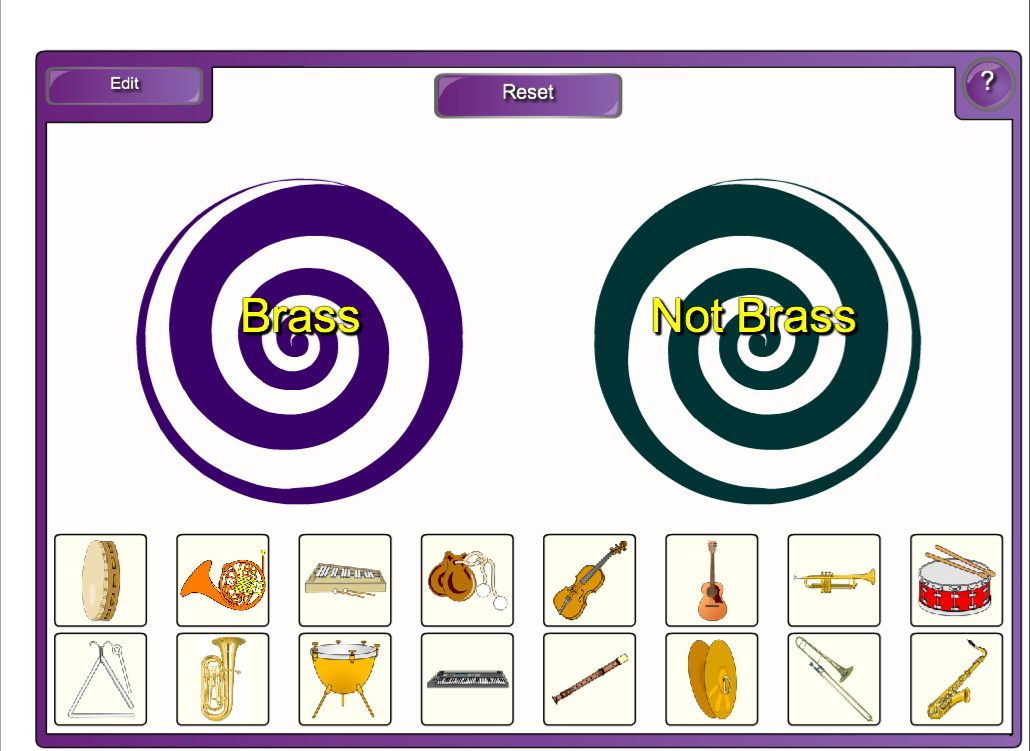
**Multiple Choice:** Create up to 10 multiple-choice questions and specify the correct answers. During an activity, select an answer to see if it is correct, and receive an overall percentage at the end of the question set.

**Note Reveal:** Reveal five lines of text individually in your

preferred order.

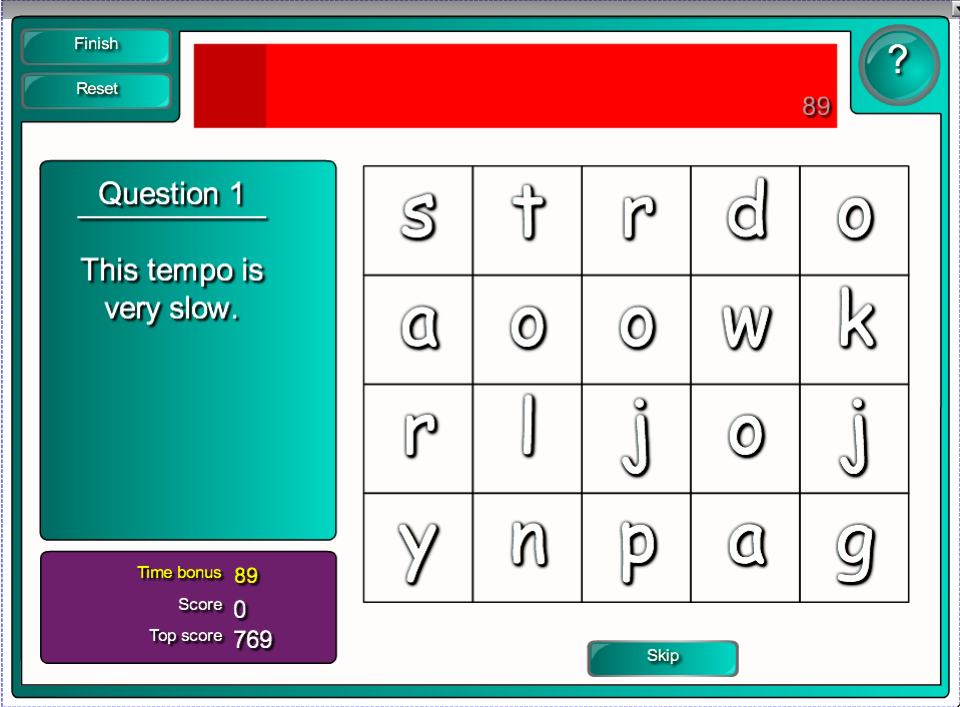
**Pairs:** “Memory” game - match words and/or pictures. You can choose the number of tiles.

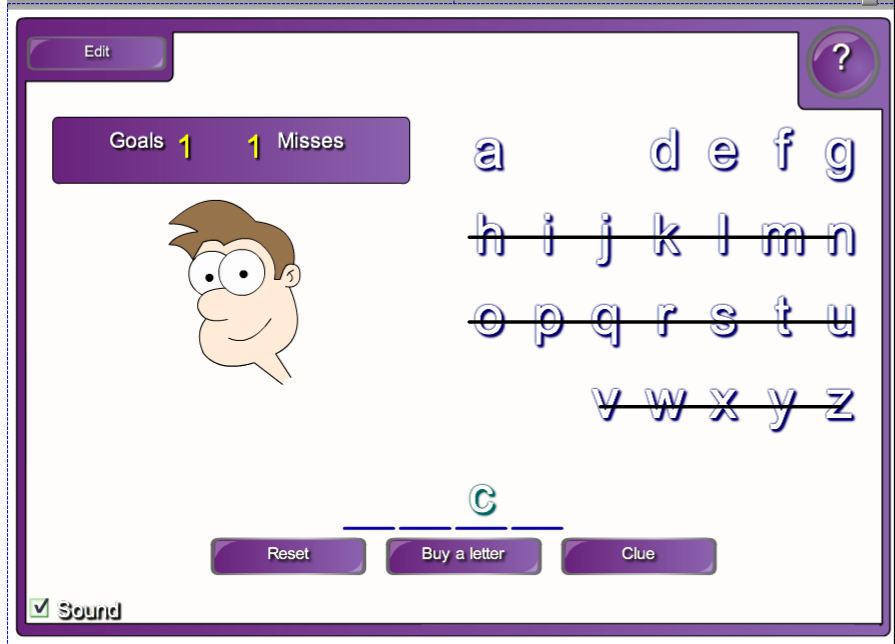
**Sentence Arrange:** Arrange up to eight sentences in the proper order. This is a great way to assess lyrics.

**Tiles:** Use between 8 and 35 tiles to hide and reveal an image, Gallery object or text. To add an image to the activity, drag the image onto the work area, and send it to the back of the activity by selecting Order >Send to Back from the object drop-down menu. You can also add text to the front of the tiles to create quiz games and puzzles.

**Timeline Reveal:** Present dates in chronological order using a timeline and associated descriptions.

**Vortex (Image or Text):** Sort items into two categories, receiving instant feedback with each attempt.

**Word Biz:** Participants select letters, in the correct order, from a grid to answer a question you set in advance. This activity can be timed, and you can modify the speed. You can include up to eight words in one Word Biz game, making this game a good choice for reviewing spelling and vocabulary words.

**Word Guess:** Participants guess letters to form a pre-determined word. There are three game formats available to select from (soccer, basketball and tomato splat). You can include up to 10 words in one game, making this activity useful for review.

**Examples**

**Activities:** Examples of activities.

**Help:** Links to Smarttech help.

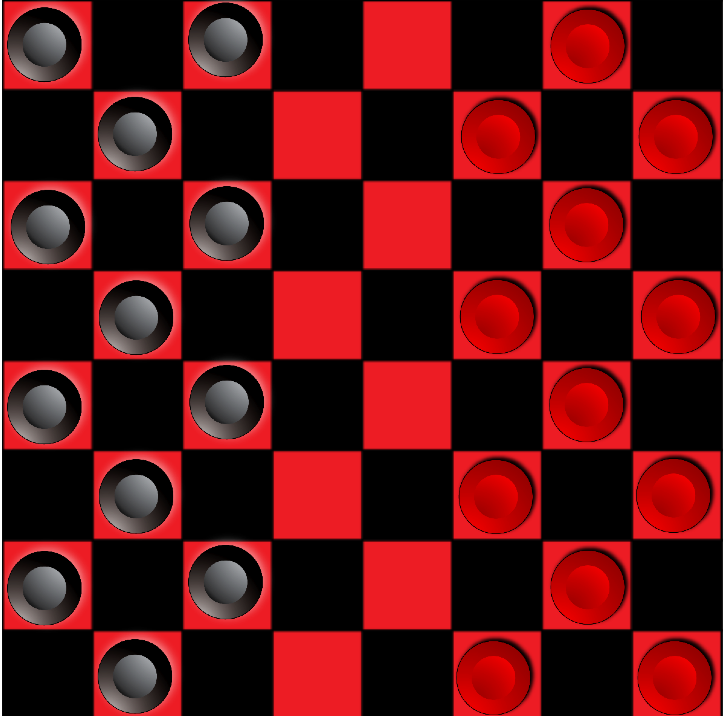
**Layering:** Layering gives examples of color to reveal, erase to reveal, pull tabs, layer to reveal, drag to reveal, and click to reveal.

**Pages:** Pages gives examples of ordering, target, ranking, venn diagram, and more.

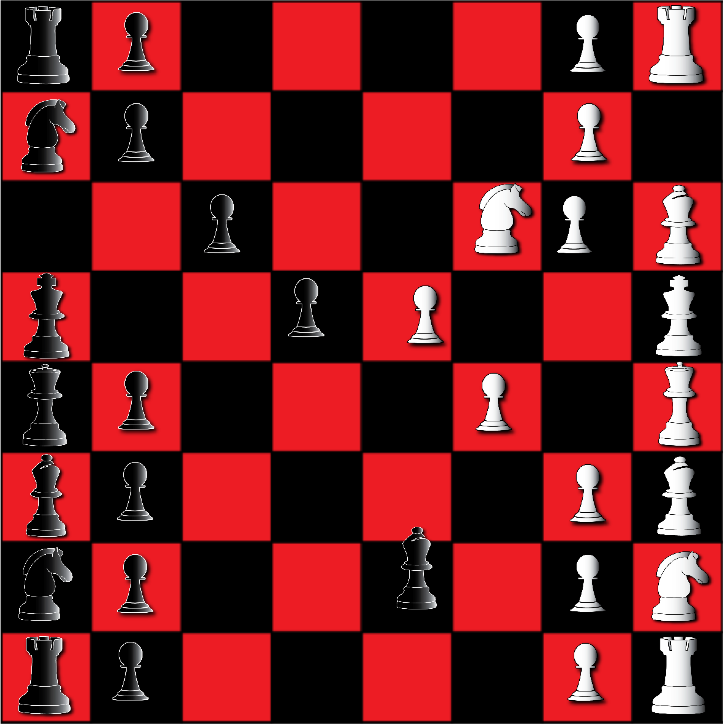
**Tools:** Tools gives examples of balloon pop, color chooser, dominos, dice, and more.

**Games**

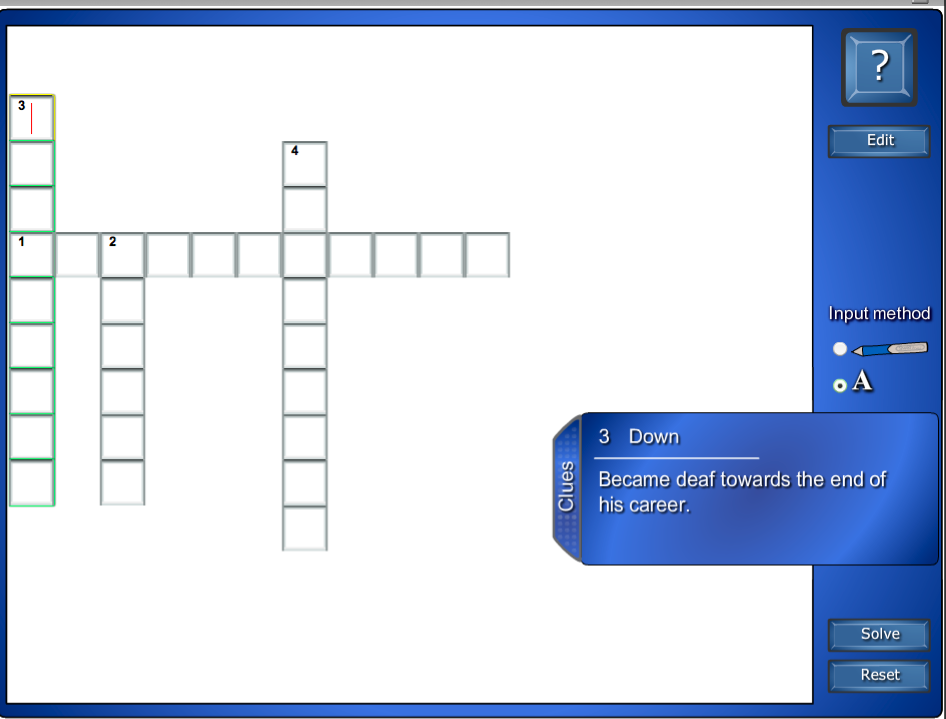
The Games section of the Lesson Activity Toolkit provides game playing pieces such as cards, checkerboards and dominos.

Adobe Flash tools are available to generate customized education games for your lessons, including crosswords, anagrams and word guessing games. For game ideas, see the Examples folder in the Games section of the Lesson Activity Toolkit.

Press the Picture 10.png button on any Adobe Flash game for instructions on how to edit and use the game.

**Board Games:** Checkerboards, complete with playing pieces, are provided. Participants can move the pieces around on the board and group pieces together as required.

Chessboards, complete with playing pieces, are provided. Participants can move the pieces around on the board to play the game.

**Crossword:** Generate your own crossword puzzle by entering your words and clues into this tool. When completing the puzzle, participants can enter words using either the On-Screen Keyboard or a pen tool. A Solve button reveals the correct answers. This game is useful for introducing and reviewing vocabulary.

**Deck of Cards:** Individual playing cards are available for use in a game or lesson activity.

**Dice:** Interactive dice are available that you can roll with a single touch.

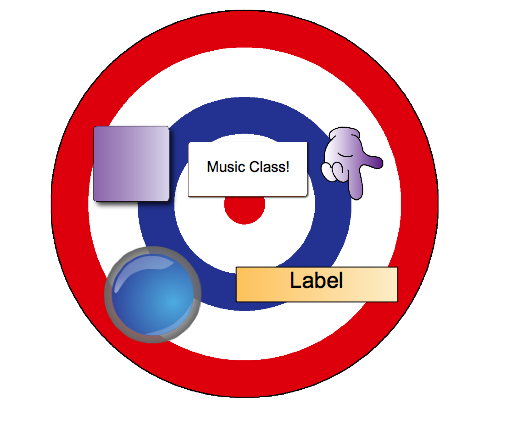
**Dominos:** Individual dominos that you can use in a game or lesson activity are available in both black and white.

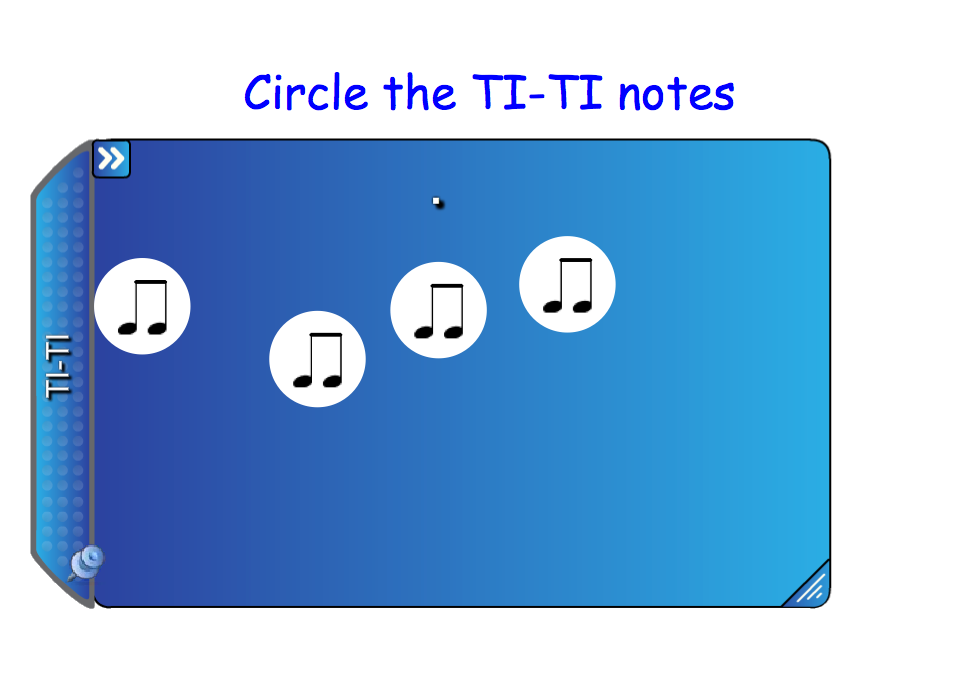
**Sudoku:** Participants can complete a Sudoku puzzle, with three levels of difficulty on-screen using a pen tool or the on-screen keyboard. The Hint button adds a number to the puzzle, and the solve button will show the answers.

**Graphics**

Icons and images from the Graphics folder will help you create sophisticated and engaging lessons. Title bars and pull tabs can be dragged directly onto the Notebook software page. You can add links to buttons and icons to make the lesson more interactive and engaging, and improve the flow. To add a link to an object, right-click (PC)/control-click (MAC) on the object, and select Link. You can add a link to another file, a page within the current file, an Internet site or an attached file.

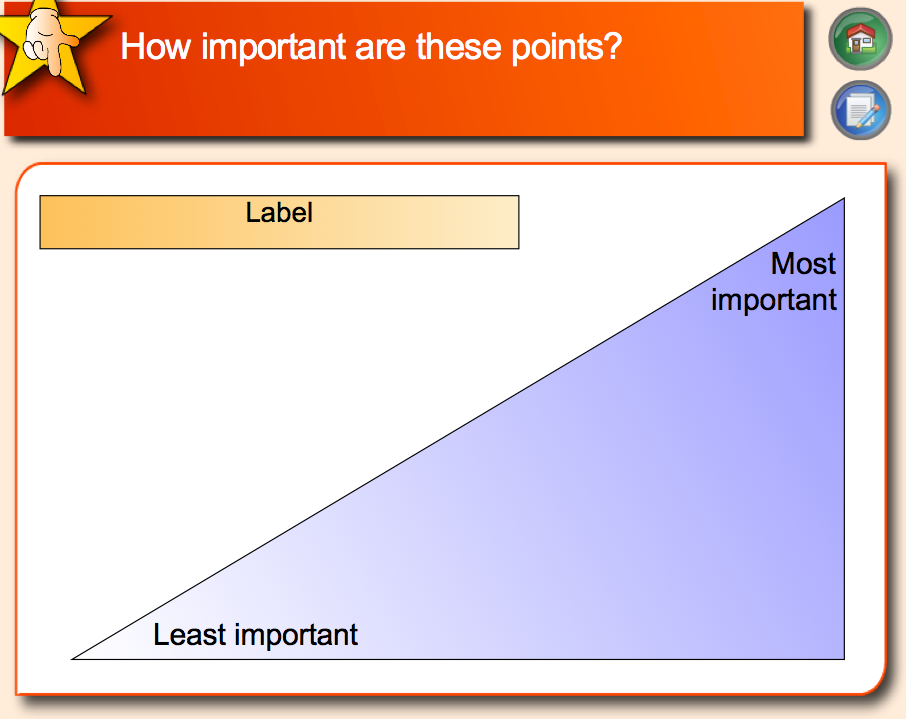


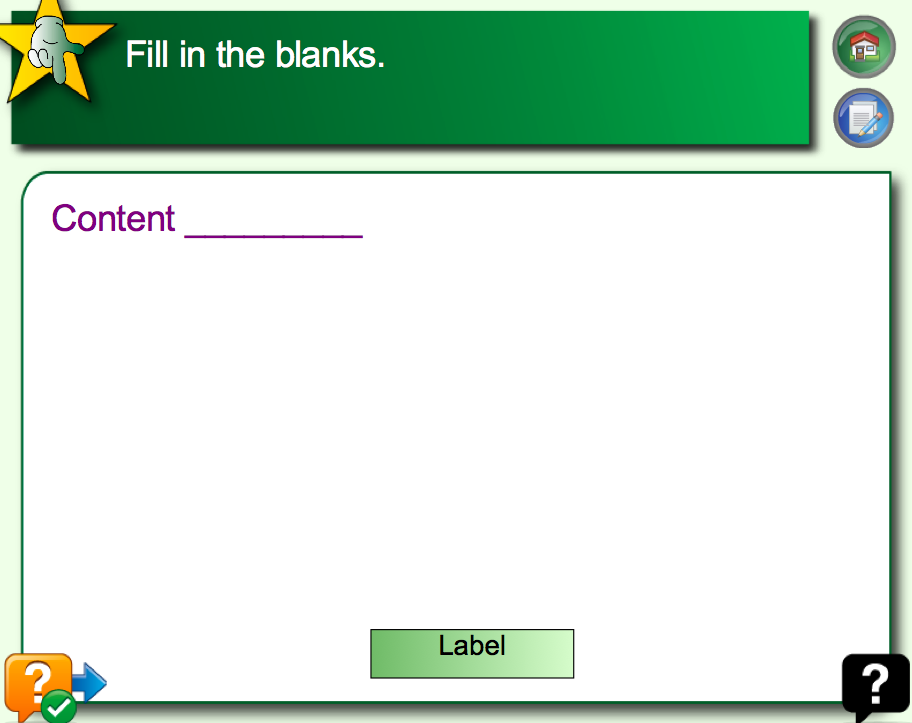
To modify the text included in a graphic, select the graphic, and select Ungroup from the graphic’s drop-down menu. Once you have modified the text, select the graphic and the text at the same time, and select Group from an object drop-down menu to regroup the text and the image as one graphic object.

You can also use the grouping feature to group graphics with additional images and text. For example, group a pull tab with a hint to a puzzle. Then, move the pull tab to the edge of the Notebook page so that the text is hidden until you are ready to reveal it.

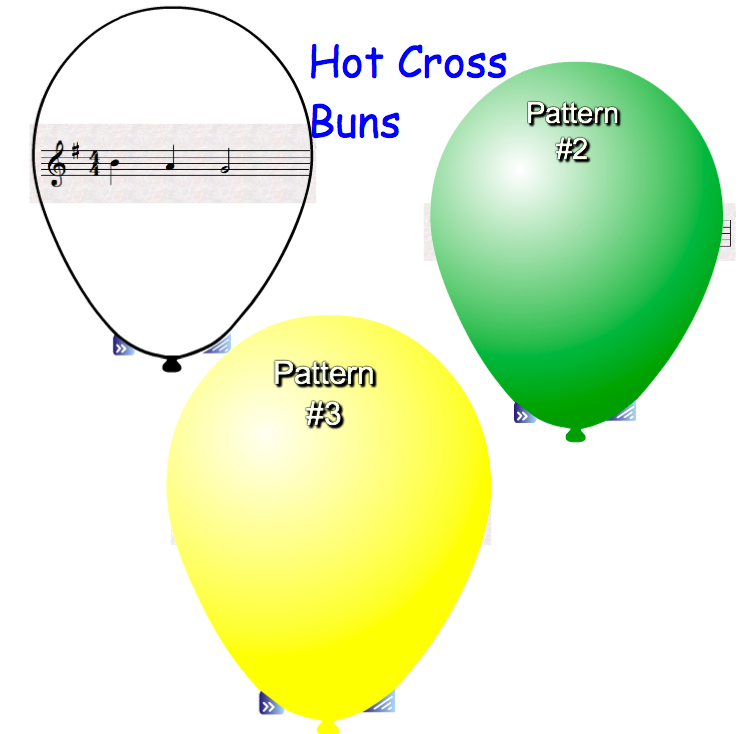
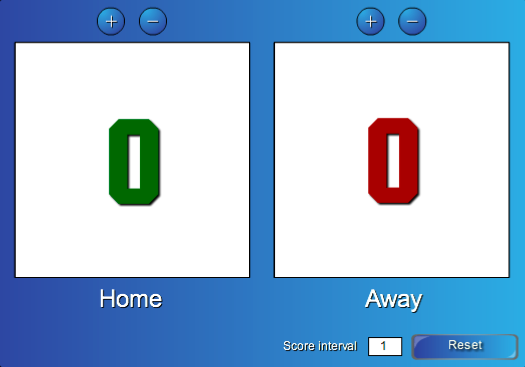
The Lesson Activity Toolkit provides all items in five colors, enabling you to coordinate with other objects on your Notebook page.

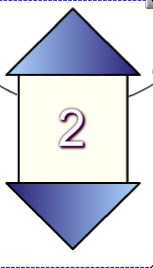
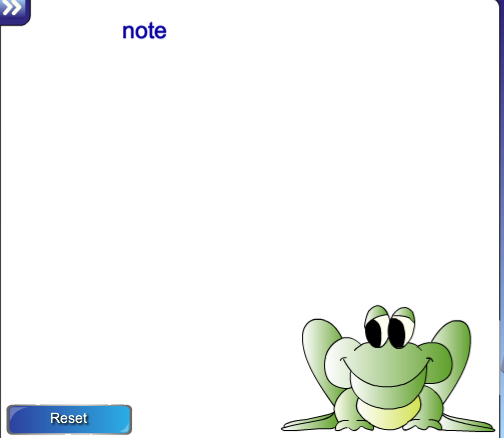
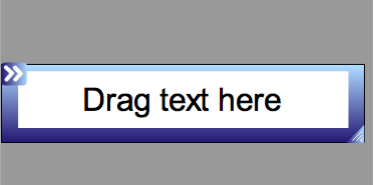
Graphics include bars and boxes, borders, icons, labels, and pull tabs.

**Pages**

Ready-made pages make it easy for you to add structure and style to your lessons. You can find templates for title pages and standard lesson activity pages – complete with title bars containing notes – in the Pages folder. To change the text on these pages, just highlight the existing text and start typing. The title pages include teachers’ notes and lesson notes, useful tools for documenting learning objectives and lesson instructions. To create a professional looking lesson, consider selecting a colored template and using matching buttons and graphics from the Graphics folder.

Also includes SMART Response pages for the SMART Response assessment system.

**Tools**

The Tools folder includes several Adobe Flash tools that you can use to add interactivity to your lesson activities, including click and reveal tools, customizable keyword dice, random card, number and color generators, instant checker, scrolling text bars and many more.